

Fields of Fire Rules Summary 1.0

Terrain

- Cover w/ Slash - White Border use lower #, Dark use higher #
- Use lower cover for Grenade, Incoming, Air Strike
- SLOW = Vehicle must stop; NO = Vehicle cannot enter
- Dark borders block LOS
- # in Lower Center = Cover Draw
- # in Lower R = Max Cover Markers
- Burst icon = -1 on Incoming VOF
- Capacity = 16 steps & 4 vehicles
- LOS Automatic for Adjacent cards
- Limited Visibility = Adjacent LOS only
- Higher levels can trace LOS over lower levels
- Multi-Story cards get upper and lower levels
- No step limit under Cover; get -1 for each over 3 w/ Grenade / Incoming VOF
- Fortifications do not count against Cover Limit
- Bunker / Pillbox have unit limits (parenthesis); point toward Contact

Misc

- Range: P = Same Card; C = Adjacent; L = 2 Cards; V = 3 Cards

- LAT - Get orders from any HQ or Staff
- Good Order = Any Non-LAT
- Occupied Card = 1 Friendly Unit on it
- Cleared Card = No enemy or PC Marker
- Secured Card = Cleared & Occupied

Pre-Mission Planning

- Record all unit experience and ammo levels
- Distribute Comm and Signals Assets
- Designate signals definition
- Place Tactical Control Markers
- Plan Air Assault (Vietnam)

Command & Control

- Unit can do multiple actions; only one of each
- Auto Actions require not draw
- Attempted Actions - Draw 2 +/- Exp
- Cover / Spotting Actions use Terrain / Chart

Communication

- Visual-Verbal
 - Same Card and Unpinned
 - Under Same Cover or Both No Cover

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- Runners
 - Allow action next turn if not pinned, hit
- Network Notes
 - CO and Plt HQ on one network
 - Arty, Mortar, Air Supp on separate networks
- Phones
 - HQ communication only
 - Same or adjacent card - automatically work
 - Otherwise, need phone line for each intervening card
 - No action to lay phone line, auto when unit exits card
 - Incoming VOF = 1 in 2 Chance to Break Line
 - Unit w/ Phone Casualty = 1 in 2 Chance Destroyed
- Radios
 - Normally, HQ communication only
 - SCR536 works within LOS (ignore visibility modifiers) if not in cover / pinned
 - Other / Vehicles = always works
 - ICOM, PRR, PRC148, PRC152 = Squads in same / adjacent card always contact w/ HQ
 - Unit w/ Radio Casualty = 1 in 2 Chance Destroyed

- Signaling
 - Flares (RSP, GSP, RSC, GSC) always visible
 - WP Smoke - Make Grenade Attack to deploy
 - LOS required for smoke signal
 - Smoke blocks all levels of LOS
 - Cannot fire out of card w/ smoke but can inside

Movement

- Unless infiltrating (only on card under VOF) mark Exposed
- Exposed may not move
- H or A w/ Arrow cannot infiltrate
- H or A w/ Arrow that is Exposed cannot use VOF
- Exposed removed in clean up
- In card, Exposed may Seek Cover or Move to / from Cover
- In card or Adjacent, may move btwn Trench, Bunker, Pillbox w/o marking Exposed
- Other card, may move directly to cover
- No Exposed marker for Staging Area moves (multiple cards allowed)

Transport

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- Command required for pickup and unit is marked Exposed
- No command / Exposed for drop off
- Check vehicle capacity chart
- Unit loading / Unloading is Exposed
- A/S VOF = A on same card (track ammo) and else S
- A w/ arrow = track ammo, Grazing Fire, FPL fire, +1 Card to Concentrate (but 2 ammo if success)
- Mortar = cannot target own card; cannot fire under bldg, bunker, pillbox, woods / jungle +3; track ammo

Casualty Collection

- Designate a Collection Point (cannot change)
- Units dropped here considered evacuated
- In Vietnam, any LZ but must fly to Pickup Area
- May have Medevac LZ and just drop off if HQ / Staff on card
- Rockets / Recoiless = Grenade w/ range; track ammo; Panzerfausts target vehicles only; others both
- Grenades = same card only; G! VOF can hit adjacent card; single target (& it gets free grenade counterattack if good order)
- Grenades (cont) = cumulative w/ other grenades; Miss = -1 to whole card; If 1-step gets "Jam" flip to Fireteam; target specific or Cover

Combat

- If multiple options for VOF placement, then select Closest, Highest VOF, Random
- Does not automatically engage card with Friendly and Enemy
- Do not stop firing w/o Shift or Cease Fire command
- Draw Action card for each unit to determine effect. If hit, draw for result
- NCM = Best VOF + Visibility Modifier + Status / Cover Modifier + Other (Concentrate, Crossfire, Grenade Miss, Sniper)
- Rifle Grenade = cannot fire from bunker, bldg, pillbox; track ammo
- 40mm = may fire from anywhere; do NOT track ammo; Any Vietnam unit with G! VOF
- AFV = out of ammo means remove from map
- Out-of-ammo weapon team w/ 1-step flip to S otherwise place marker (becomes S VOF w/ Close Range)
- Must get ammo and Rally to return to top side; may fire after getting ammo w/o rally
- Concentrate Fire = -1; cumulative; can have multiple; target random spotted or Cover; use 2 ammo; 1-step "Jam" flip to fireteam

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- Sniper = -3 to target & card under S VOF; HQ Commands under VOF H; Exposed preferred target; change target each turn
- Cross fire = -1 cumulative
- Incoming blocks LOS through card; no visibility modifiers
- Concentrate fire and ranged Grenade attacks only along PDF
- Grazing Fire - VOF A w/ arrow exerts VOF along multiple cards at same level
- Final Protective Lines (FPL) - Defensive mission; VOF A w/ arrow exerts H VOF on diagonal only; must be ordered; 2 ammo / turn; no visibility modifier
- Overhead Fire - VOF A w/ arrow may fire over friendly units 1+ levels down & VOF H may fire over any
- Final Protective Fire - mission for arty on defense
- Air strike - must mark first (colored smoke on closest friendly or WP on target)
- Battalion Fire - if available and draw 3x burst use it; mark target and any 2 adjacent cards (no LOS required on adjacent)
- If Call for Fire gets "short", move one card closer to observer; for air strike, choose random adjacent card
- 1-step mortar can only do LOS; 2 or 3-step mortar can use observer (HQ/Staff) w/o LOS
- Registered Target - Draw +1 card; only one; remove if different target chosen

- Ammo portage = MG 6pts/step; mortar 2pts/step; Recoiless/Rocket 3pts/step
- Results: Hit = effect + pin; Pin = only rally or move to friendly occupied adjacent card w/ no VOF; Miss = remove pin
- Squads w/ A/S or A converted to Fireteam means last step will have VOF A

Vehicles

- Always in communication
- Vehicles activate in Command (place marker) but resolve activation during Vehicle Phase
- Only activated vehicles move/fire. Unac
- Combat can occur before, during or after movement
- CO may activate or Plt Initiative or General
- Trucks / jeeps = no radio
- Attack Helicopter for CAS. Place on card. Check for AT Reaction on that card only.
- Undamaged Helicopter attacks target and 1 adjacent. Damaged attacks target only.
- "Short" applies to helicopters also in which case only attacks short target
- Helicopter may loiter for a turn (2 total) & attack same target. Different target needs new call for fire
- FAC call is automatic. Loiter for 5 turns total. May mark target w/ WP smoke (close range). Attempt call 1/turn

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- FAC subject to Reaction AT only on card placed.
- Helicopter / FAC subject to S or A VOF and HMG only
- Gunships not subject to AT reaction. Night only. Place anywhere & move to any card each turn.
- Gunship available entire mission. Can place H VOF or illumination on 3 cards it occupies or adjacent. No ongoing call required.
- Helicopters with transport capacity are for moving units, others are for air assault
- A new LZ requires a pyrotechnic to mark it
- Embarking requires a command and vehicle is Exposed. Disembarking doesn't require a command but passengers are Exposed
- Infantry on jeeps and trucks are Exposed. They may fire or be fired upon
- Passengers on tanks are Exposed. Tanks may not combat while passengers are embarked.
- A tank w/ adverse combat result = Passengers HIT, disembarked and Exposed
- Helicopter assaults move from Pickup Zone to Enroute Zone to LZ. On Turn 1, may start in Enroute Zone and move to LZ
- Helicopters may loiter in LZ 1 turn before aborting
- May use commands to have current helicopters leave LZ and new ones arrive and disembark in same turn. Subject to Reaction AT
- Helicopters receive any AT fire prior to disembarking passengers
- Vehicle actions (only one allowed):
 - Fire (includes AT-capable infantry). Resolve VOF, then Fire, then Resolve reaction fire from enemy
 - Move: Resolve VOF, move to new card, resolve VOF, resolve AT reaction, move to next card, etc
 - Move & Fire: Some units (see chart). Must stop moving after it fires
 - Reaction Fire: No command required. May react to unit that moves or fires in LOS. Active (no action yet) or Inactive units.
 - Spot: If Not Pinned, may spot. Treat as if fired.
- Vehicle Combat:
 - Gunnery (see unit / range chart) + vehicle defense + Cover/Concealment + Move modifier (for Fire & Move) + Other Chart modifiers
 - Draw card and add AT to number derived. This is final number, check against chart
 - "Quick Shot" vehicles that obtain quick shot results may do additional AT fire if target not helicopter & AT results is -4,-2,0,2, or 4
 - Vehicles w/ G! VOF follow Grenade procedure first and if successful follow AT procedure

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- Wreck result - provides Cover, counts against vehicle capacity
- Burning wreck - no cover, counts against vehicle capacity, blocks LOS

Visibility

- If Visibility Modifier is $\geq +1$ then Limited Visibility applies. Range w/o illumination = Close
- Grenade / Incoming VOF not affected by visibility
- Illumination has no impact on Rain/Snow/Fog
- Illumination called by fire mission; top number applies to target card, bottom to adjacent cards
- Units have normal range to illuminated cards. Illumination removed during clean up
- Active IR (gun mounts) = no visibility modifier at P range for infantry or C for vehicles
- Passive IR (goggles, scopes) = can fire at full range
- Thermal = no visibility penalty for anything
- Smoke = multiple smoke not cumulative; blocks LOS through but not into; defense bonus

Enemy

- Defensive missions remove any unresolved PC marker at end of turn
- Once enemy counter attacks, Activity checks are made using Assault tactics next 3 turns
- Resolve PC markers in ABC order; same letter = random
- Vehicles resolve PC markers wherever they end movement (not intervening cards)
- For PC indicating contact, check Random number under 10 for force package
- (+) sign = place on same card and (/) means separate cards
- Log unit and ammo in mission log
- Check direction and distance using Random 10
- "Max LOS" is relative; must see triggering unit
- Mines always go on card with unit resolving PC, immediate mine check
- Mine check means draw 3 per each unit. Burst icon = check for hit
- An unit entering card subject to mine attack; mine cannot be removed
- Booby Trap = -4 mine attack against 1 unit and remove
- Claymore = As booby trap; enemy only; place on or adjacent to US card
- Not spotted enemy place under ? side of PC marker

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- Enemy firing through cards will remove PC markers on those cards
- Place under scenario cover unless otherwise noted; if Exposed then no cover
- Adjust current activity as enemy appears; expand map as needed
- Friendly units always spotted by enemy
- May not engage unspotted units; 2 cards + chart mod (min of 1 card)
- An unspotted enemy moving into card w/ spotted unit automatically spotted
- Activity Check - Hierarchy Tables crossed with Tactics - 1st case that applies
- Randomly Activity Check cards & on card Pin/LAT, Good Order, then Leader
- Engagement Priority: Engage trigger unit, then largest, then random
- No Activity Check for units falling under other rule (like No Ammo)
- Sniper always placed at Max LOS & Unspotted; may use grenade
- Sniper when spotted move 1 card away each turn until exits or out of LOS
- Sniper w/ no target engages closest, then largest, then random card
- Leaders = enemy get +1 card on attempts; if leader alone then flip to Fire Team
- For Incoming, place VOF on PC-trigger card and FO at Max LOS, unspotted
- First enemy Incoming automatically hits card
- Good order FO priority: Card w/ VOF, vehicle, largest, random (in LOS)
- In Clean Up, retreat spotted, No Ammo unit 1 card away using best cover until exit
- If unspotted unit out of ammo then remove it

Rallying-Reconstituting-Experience

- LATs are generic (not part of original squad, etc)
- Rally order: Paralyzed, Litter, Fire / Assault, Good Order
- 2-3 Fire / Assault Team can reconstitute a squad
- Weapons, FO, HQ cannot rally to reconstitute.
- Command / Control action can reconstitute HQ
- Replacements per Briefing book (WWII = 6 steps)
- In addition to standard replacements, get 1/4 veteran per casualty
- Experience Points - 1 Green to Line; 3 Lin to Vet (1 level btwn missions)